

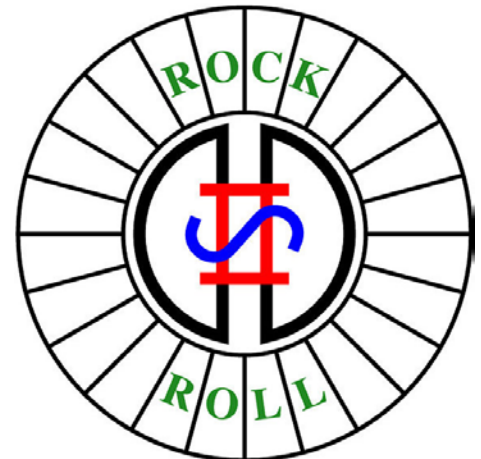
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1/15/2004

# Triggers and Scalers

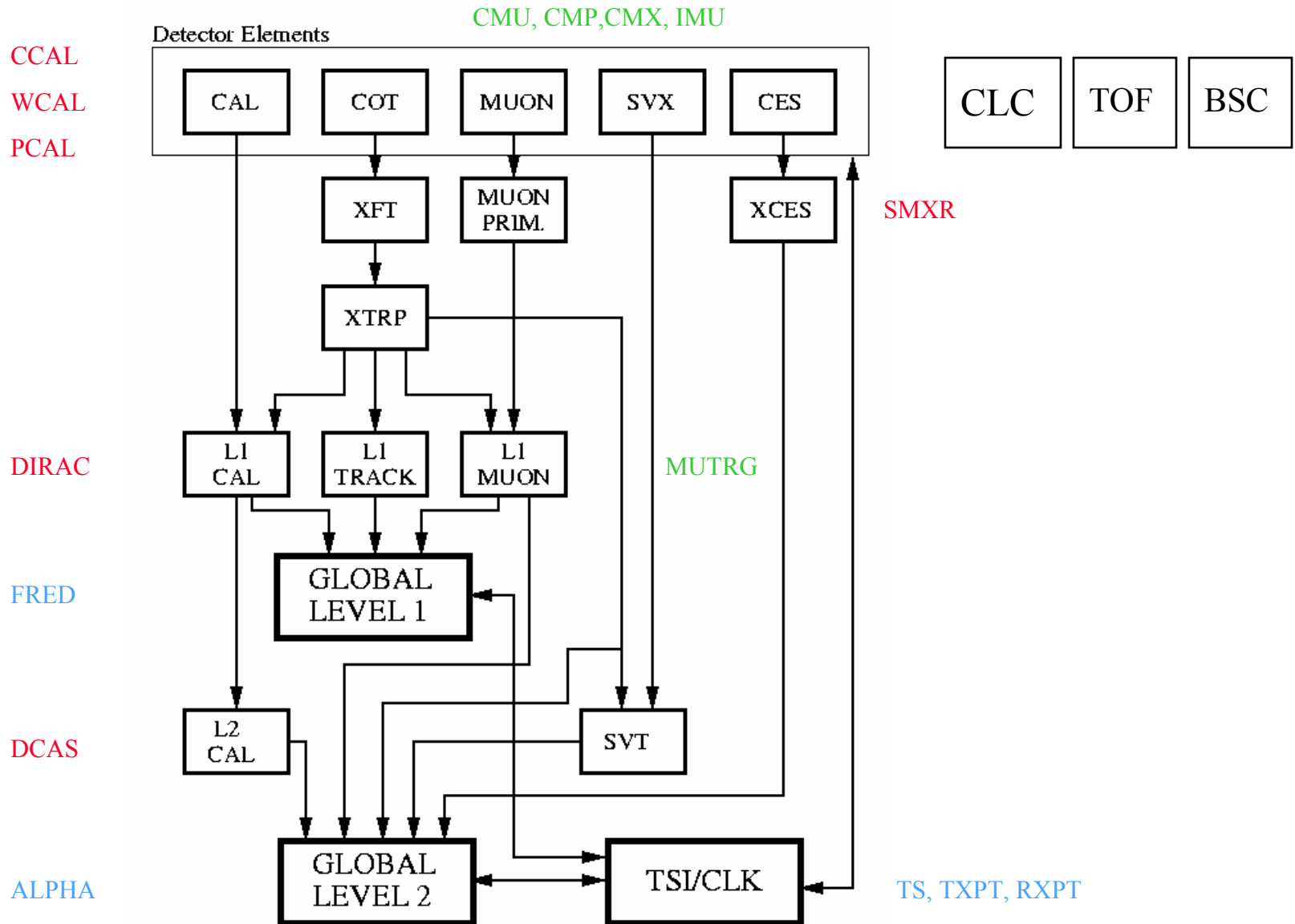


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# Triggers and Scalers

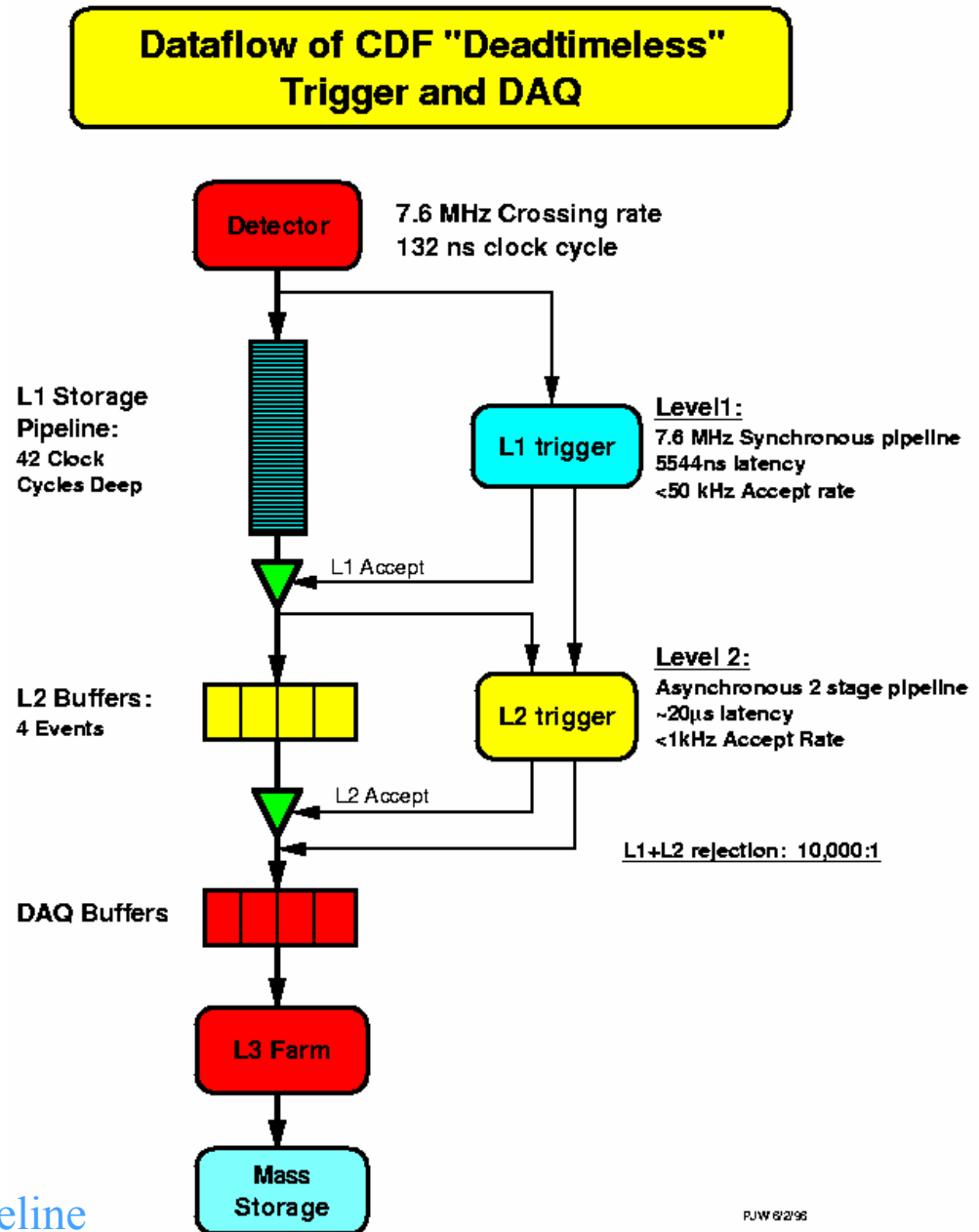


# RUN II TRIGGER SYSTEM



# Trigger rate reductions

- Crossing rate
  - 36x36 bunches, 396 ns
  - 1.7 MHz
- Level 1
  - Synchronous, pipelined
  - 40 (17) kHz accept rate
- Level 2
  - Asynchronous, buffered
  - 300 Hz accept rate
- Level 3
  - PC farm
  - 75 Hz accept rate



HRR Halts, Resets and Restarts the L1 Pipeline

# The Trigger System Interface

## Components

- The Global Level 1 Trigger
- The Trigger Supervisor
- The Trigger Crosspoints
- The Return Crosspoints
- The Scalers

# The Global Level 1 Trigger – b011gl00

- a.k.a FRED
- Forms 64 L1 triggers every 132 ns
- Data from calorimeter, muons, tracking, CLC, TOF, diffractive
- Sends preliminary L1 decision to the Trigger Supervisor
- Sends 64 L1 trigger bits to Level 2 crate
- Sends trigger data to scalers for rate accounting
- Ace Monitors trigger rates on “Rates and Deadtimes” GUI
  - Cosmic rate ~ 50 Hz
  - Level 1 design rate = 40 kHz
  - Bunch Crossing rate = 1.7 MHz
- CO checks trigger performance with TrigMon, XMon

# The Trigger Supervisor (TS) – b0tsi00

- Controls the synchronous flow of event data from the Front-End crates to the Event Builder (EVB)
- **Manages the filling and readout of the four Level 2 buffers**
- Receives L1A/R recommendation from FRED
- Sends out the final L1 decision based on L2 buffer availability
- Receives the L2 decision from the L2 (Alpha) crate and sends it to the Front-End crates
- The Trigger Manager process sends TS event data to the EVB
- TS sends Livetime accounting signals to the Scaler crate
- The TS can also control the Front-End independently of the Trigger
  - Auto L1 Accept in “calib continuous” mode
  - L1 Accept based on external calibration signals
  - Auto L2 Accept
- There are 8 Trigger Supervisors

# There are many different ways to trigger and readout

Run Set: L2TORTURE Owner: RUN\_USER

File Browse Create Triggers Data Type LookArea TapeOption Inhibits CalibrationJobSet

Expert: ☒ UseFred ☐ UseSrc ☒ UseScaler ☒ UseTM ☒ UseLevel3Manager ☒ UseErrorHandler  
☒ UseSlowControl ☐ MyronMode ☐ L1Early ☐ IgnoreError ☐ IgnoreBusy ☐ EnableFP  
☐ DisableCrates ☐ DisableL1Calib ☐ StartOnB0 ☐ SvX396Mode ☐ IgnoreBC ☐ LoadQJEFRAM  
☐ LoadEtAlgo ☐ LoadEtTable ☐ LoadLatestL1 ☒ LoadDacs ☒ DacFromHdb

RunType: Physics TriggerType: L2\_TORTURE [12,247,356]  
SvXSet: SVX\_NO\_PEDS CalorCalibSet: (none)

Output: ☐ Ethernet(SoftEvb) ☒ VRB(HardEvb) ☒ RunNumber ☒ DiagnosticBank ☐ ExtraDBanks ☒ ReadoutLists

L1 Mode: ☒ Standard (Fred) ☐ Calib Fixed Period ☐ Calib External Trig ☐ Calib SVX ☐ Calib Continuous ☐ Software

L2 Mode: ☐ Auto L2 Accept ☐ Auto L2 ALT ☐ Auto L2 Reject ☒ L2 Processor

L3 SubFarms: ☐ All ☐ None

Output 1	Output 2	Output 3	Output 4	Output 5	Output 6	Output 7	Output 8
<input checked="" type="checkbox"/> 1 <input checked="" type="checkbox"/> 2	<input checked="" type="checkbox"/> 3 <input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5 <input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7 <input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9 <input checked="" type="checkbox"/> 10	<input checked="" type="checkbox"/> 11 <input checked="" type="checkbox"/> 12	<input checked="" type="checkbox"/> 13 <input checked="" type="checkbox"/> 14	<input checked="" type="checkbox"/> 15 <input checked="" type="checkbox"/> 16

Parameter	Value
CsiKey	16384
CsiHost	b0dau32
L2AutoAccept	0
L3MaxProc	18
L3Output	1
L3SubFarmInput	0
L3SubFarmOutput	1
L3NumberOfCores	1
L3NumberOfLogs	3

Consumers

<Chosen All Choices>

Edit

<< Add <<

>> Remove >>

Crates

<Chosen All Choices>

Edit

<< Add <<

>> Remove >>

CCAL\_00

CCAL\_01

CCAL\_02

CCAL\_03

CCAL\_04

CCAL\_05

CCAL\_06

CCAL\_07

CCAL\_08

CCAL\_09

BEAMMON

CLCCALIB

CLCCALIB\_ROOT

L3REGIONALMON

LUMMON

OBJECTMON

SILIMON

STAGE0

SVXMON

TRIGMON

CAL\_PULSER\_01

EM\_TIMING\_00

FIB\_ISL\_01

FIB\_ISL\_03

FIB\_ISL\_05

FIB\_ISL\_07

FIB\_SVX\_00

FIB\_SVX\_02

FIB\_SVX\_04

FIB\_SVX\_06

1. Standard or Physics
  - Standard (Fred)
  - L2 Processors
  - VRB (HardEvb)

2. Null or DAQ Test
  - Calib Continuous
  - Auto L2 Accept
  - Ethernet (SoftEvb)

3. Other combinations

Note: There are "TS Auto L2 Accept" and "Alpha Auto L2 Accept" modes!

# The Trigger Crosspoints (TXPT) – b0tsi01

- Routes TS messages (L1A, L2A, HRR) to the Tracers in the Front-End crates
- Responsible for partitioning the detector
- Allows subsets of the ~ 120 Front-End crates to be controlled by different Trigger Supervisors
- There is only one “Physics” partition; I.e. the Trigger cannot be partitioned
- Note: Each crate is always listening to one partition!

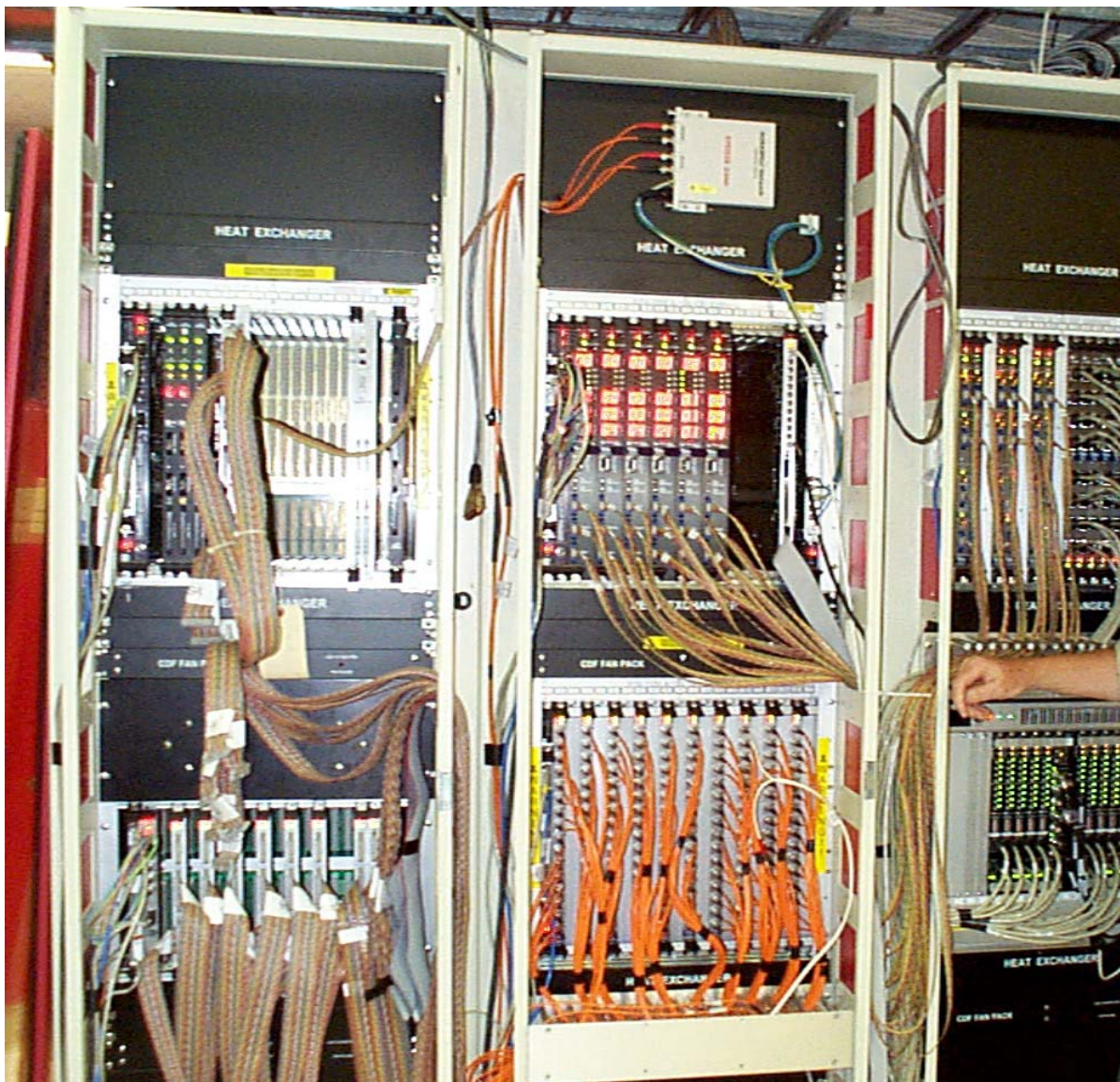
# The Return Crosspoints (RXPT) – b0tsi02

- Monitors **DONE**, **ERROR**, and **BUSY** signals from the Tracers in the Front-End crates
- **DONE** de-asserted on receipt of L2 Accept and re-asserted when data readout is complete
- **DONE** timeout occurs when this take too long
- **BUSY** signal sent to RXPT if Tracer/VRB is not ready for another L2A
- **BUSY** timeout indicates problem at the VRB/EVB interface
- **ERROR** sent to RXPT from the Tracer if something goes wrong in a Front-End crate
- The **ERROR** feature is not widely used ...
- The ACE monitors Return Crosspoint activity on the DAQMon “RXPT” GUI

# The Scaler Crate – b0tsi03

- Provides L1 trigger rates from FRED data
- Provides global L1 and L2 accept rates from the TS
- Provides Livetime and Deadtime accounting from the TS
- Information displayed in real time on “Rates and Deadtimes” GUI
- Scaler data also readout on each L2 Accept and sent to Xmon





SCRAMNet to EVB

RXPT (b0tsi02)

CLOCK

FRED (b011g100)

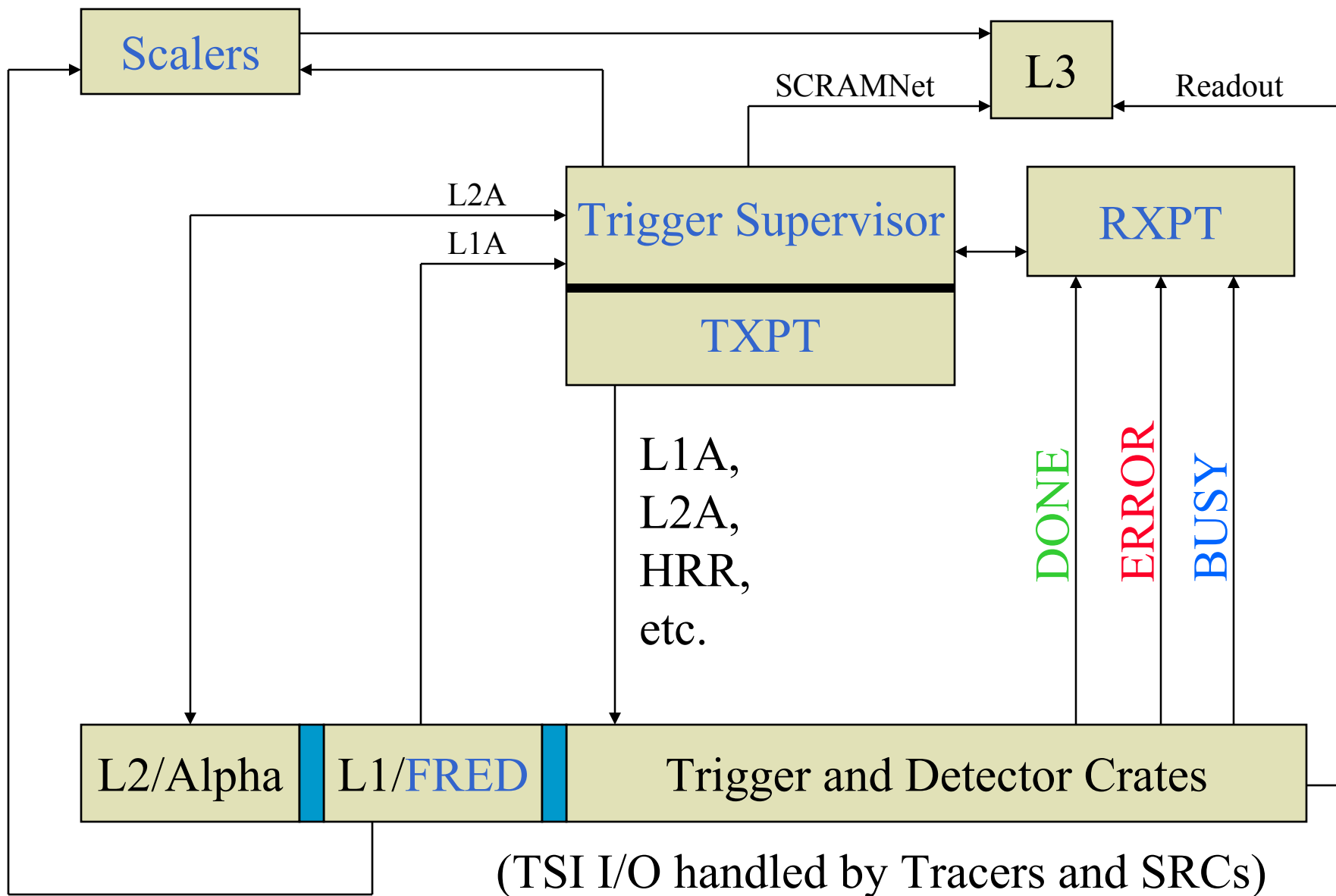
SCALERS (b0tsi03)

TS (b0tsi00)

TXPT (b0tsi01)

The Trigger System Interface

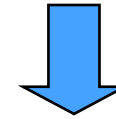
# The Trigger System Interface (TSI)



# The RXPT Monitor

Available from DAQMON. Click on RXPT and then select the partition.

Front-end crates are usually not the cause of BUSY Deadtime (e.g. svx02, tsi03)



Return Crosspoints Partition 0

Partition **0** is **IDLE** - Last update: 16:10:18

<b>DONE</b>	<b>ERROR</b>	<b>BUSY</b>
Realtime NOT DONE ( 1000.0 ms elapsed)	Realtime ERROR	Realtime BUSY ( 0.0 ms elapsed)
(N=0)	'cal06;wcal07;wcal00;puls01;htdc00;(N=23)	(N=0)
Crates DONE last	Crates with latched ERROR	Crates with latched BUSY
wcal02;(N=1)	puls01;htdc00;(N=2)	(N=0)
Crates not responding		
(N=0)		
Timeout Encountered! Not running yet	Error Encountered! ERROR is latched	No Timeout Condition Not running yet



Look here for the offending crate(s) if you have high READOUT Deadtime



Look here when a run fails to start with b0tsi00 going RED and messages like "TS L2 FSM failed to start". Usually a front-end crate is pulling CDF\_ERROR

## More on the Scalers

- The Scalers are banks of counters with VME readout. These hardware scalers do the TSI accounting
  - Livetime/Deadtime accounting
  - Level 1 trigger rates (GFRED gated)
  - Buffer occupancy, etc.
- There are also “software” scalers
  - Level 1 trigger rates (GLIVE gated)
  - Level 2 trigger rates
  - Level 3 trigger rates

# Deadtime

- Deadtime occurs when the Trigger Supervisor must send a Level 1 reject regardless of what the trigger tells it to do
- Deadtime ( $> 5\%$ ) is bad!



# Deadtime/Livetime accounting

- Input signals to Deadtime/Livetime accounting include
  - CDF\_CLK – the basic unit of time
  - CDF\_BC – gate indicating a filled crossing
  - CDF\_ABORT – gate marking crossings in the abort gap
  - BUSY – from the VRBs via the Tracer
  - INHIBIT – trigger inhibit
  - TS\_RUN – as in Halt/Recover/Run
  - TS\_PAUSE – from the PAUSE button on the Run Control GUI
  - L2BF\_EMPTY – Internal TS signal marker indicating at least one free buffer

## Definition of Deadtime/Livetime signals

- Runtime gate:  $GRUN = \frac{TS\_RUN * TS\_PAUSE * CDF\_BC * CDF\_ABORT}{}$
- Livetime Gate:  $GLIVE = \frac{GRUN * L2BF\_EMPTY * INHIBIT}{}$
- Fredtime Gate:  $GFRED = \frac{GRUN * INHIBIT}{}$
- $DEADTIME = RUNTIME - LIVETIME$

## Accounting signals

- $\text{RUNTIME} = \text{GRUN} * \text{CDF\_CLK}$

Counts each filled crossing the DAQ is enabled to run

- $\text{LIVETIME} = \text{GLIVE} * \text{CDF\_CLK}$

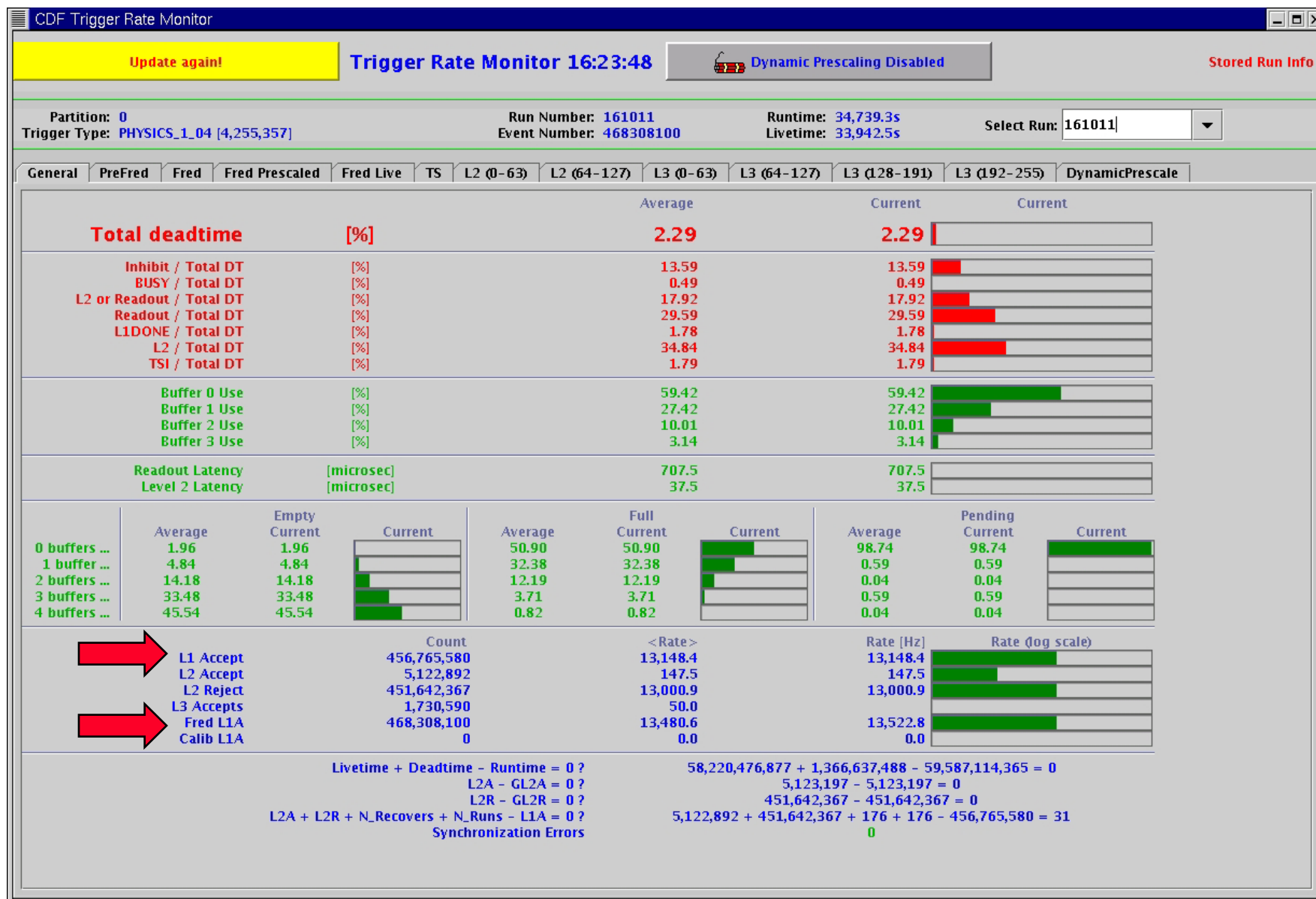
Counts each filled beam crossing the DAQ is enabled to run and is not forced to send Level 1 rejects

- $\text{DEADTIME} = \text{RUNTIME} - \text{LIVETIME}$

# Sources of Deadtime

- INHIBIT\_DEAD: Usually an HV trip
- No free Level 2 buffers
  - BUSY\_DEAD: A VRB is filling up. Check EVB status
  - L1DONE\_DEAD: Waiting for L1\_DONE from SRC. Check Silicon status
  - L2\_DEAD: All 4 buffers full. Waiting for L2 decision from Alpha. Page L2 expert.
  - READOUT\_DEAD: 4 L2 accepts issued. Front-end crate(s) slow to respond. Find slow crate with RXPT monitor
  - TSI\_DEADTIME: Time lost due to TS book-keeping. Very rare. Can occur instead of BUSY deadtime when running without Silicon. Check EVB.
- Level 2 buffers will fill up if the L1 accept rate is too high

# The Scaler Monitor – Note distinction between L1A and Fred L1A



# The Scaler Monitor

There are two Level 1 rates displayed: “L1 Accept” and “Fred L1A”. In the limit of 0% Deadtime they should be the same.

Fred L1A is the rate at which the detector/trigger is trying to drive the system. This is the L1A rate to note during a SPIKE run, for example.

The L1 Accept rate is the actual trigger rate seen by the Front-end crates and is governed by L2 buffer availability.

Also note: Even when the Total Deadtime is quite small (1%), the individual contributions to the Deadtime add to 100%.

# PreFRED trigger rates

